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Thíos Aine

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This article is an expansion based on a canon element. For canon information, follow the link to The Witcher Wiki: [Shaelmaar](#).

Thíos Aine, a corrupted form of **Thíos y Aine** (Elder Speech: *Below the Light*), **Ĕnnert dem Liicht** (Dwarvish: *Below the Light*), **Errēsira e Madhe** (Gnomish: *The Great Darkness*), is a theorized sub-layer of the world from which monsters such as the [shaelmaar](#) are believed to originate.

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Thíos Aine

Information

Variation(s)	Thíos y Aine Ĕnnert dem Liicht Errēsira e Madhe
Type	Theorized sub-layer of the world

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Theoretical Position of Thíos Aine

In the deepest parts of the world lies the core, the innermost part of the planet, composed mainly of iron and nickel. It is solid due to extremely high pressures. Surrounding this is the liquid outer core, which generates the planet's magnetic field, serving as the final barrier against interactions with the astral plane after passing through the other planes and para-planes of existence.

Following this is the liquid mantle, the layer surrounding the outer core, composed of molten rock, or magma, characterized by extremely high temperatures and convective movements that drive plate tectonics.

Above the liquid mantle is the upper mantle, a transitional layer between the liquid mantle and the theorized sub-layer of Thíos Aine. It consists of a mix of solid rock, magma, and zones of high pressure and temperature, with pockets of lighter rock that can form cavities.

Finally, above the upper mantle lies the theorized sub-layer of Thíos Aine, which is divided into three distinct levels:

- **The Lower Level:** Proximal to the upper mantle and featuring magma and molten rock. Scholars theorize that this level could harbor an ecosystem of silicon-based life forms and other extreme forms of life. This lower level would be characterized by high temperatures and pressure. The conditions here would be so hostile that life forms would need to have highly specialized adaptations to survive. This would be the home of creatures such as the Magma Trolls for example.
- **The Intermediate Level:** With larger caverns and significant, though lesser, geothermal activity than the lower level. This level's ecosystem could consist of chemosynthetic organisms and extremophiles, as well as the presence of hot springs and geysers. The geothermal activity would provide a consistent energy source, allowing unique and diverse forms of life to thrive in the absence of sunlight.
- **The Upper Level:** Near the surface crust, featuring vast systems of natural tunnels and caverns. Its ecosystem would be composed of organisms adapted to darkness, such as shaelmaars, [barbegazis](#), and other monsters. This level likely contains sources of water like underground rivers and organisms with bioluminescent adaptations. The proximity to the surface suggests that human and dwarven mining activities in Kovir and Mahakam in the mid-13th century might have reached this level, bringing humans and surface non-humans into contact with its strange inhabitants and necessitating the services of witchers again.

This vast theorized underground region is believed to have formed through primordial geological activity. It might have been created by a combination of early volcanic activity and the erosion of lighter rock in the transition between the upper mantle and the crust. These cavities would have been stabilized by minerals and other crystalline structures reinforcing the cavern walls.

The dynamic nature of the Earth's interior means that this region is thought to be unmappable due to tectonic movements and volcanic eruptions, that would affect Thíos Aine significantly. The constant geological changes would render any attempt to chart it futile, as the landscape could shift dramatically over time.

Potential Entry Points

While the exact points of entry to Thíos Aine are unknown, it is believed that certain mines in Kovir, Mahakam and Toussaint could harbor some.

Possible Inhabitants

- Anguanes
- Azemans
- **Barbegazis**
- Boggarts
- Brown dragons
- Cavern Archespores
- Erdlutils
- Deep Rock Trolls
- Giant Centipedes
- Knockers
- Magma Trolls
- Mchwa (Ants), a **Aen Nilfe** resistance group in **Zangvebar** similar to the Aen Seidhe Squirrels in the Northern Kingdoms, but with even more aggressive terrorist tactics.
- Ogres
- Rock Trolls
- Shaelmaars and its various subspecies
- **Svergs**
- **Sylphs**
- Trows

Legendary locations

- Agartha
- Bulotu
- Domdaniel
- Hubur
- Leng
- Lyonesse
- Ronmor (also known as Romnor)

Trivia

- The idea of Thíos Aine draws from various pieces of lore of the Witcher universe, both games and books. In The Witcher 3, a piece of lore about the shaelmaars states: "***The earth's innards are home to mighty strange and fearsome beasts. Were they ever to decide to ramble up to the surface, we'd all be gutted the very first day o' the invasion.***" – **Ramus Vendenratz, Mahakam foreman**. Additionally, it references the monsters and non-humans living in Toussaint's abandoned mines present in The Witcher books.
- Article free to edit respecting the previous information. Although inspired by the Underdark, Thíos Aine is more grounded in various real-world theories, such as the **cryptoterrestrial theory**, the **Hollow Earth conspiracy theory** and the **USA conspiracy theory of missing persons matching cave systems**. It also draws inspiration from Jules Verne's Journey to the Center of the Earth and to a lesser extent lovecraftian underground cities. Therefore, if you want to expand it, try to avoid copying elements of D&D'Underdark and similar settings like the Underdark of Critical Role, especially, the "edgy" ones, as well not making it too "High Fantasy" and more in line with The Witcher's more grounded approach.

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